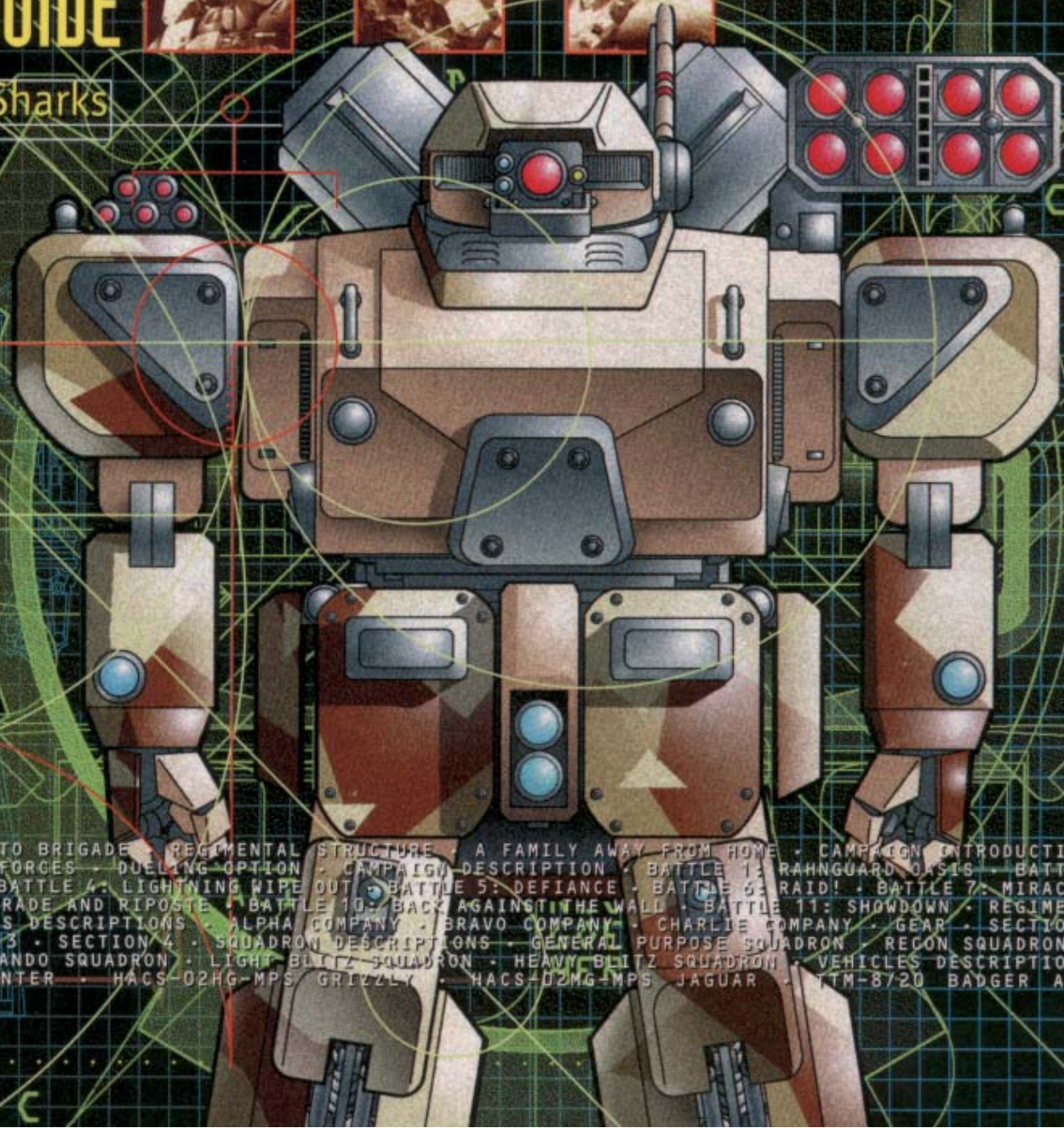
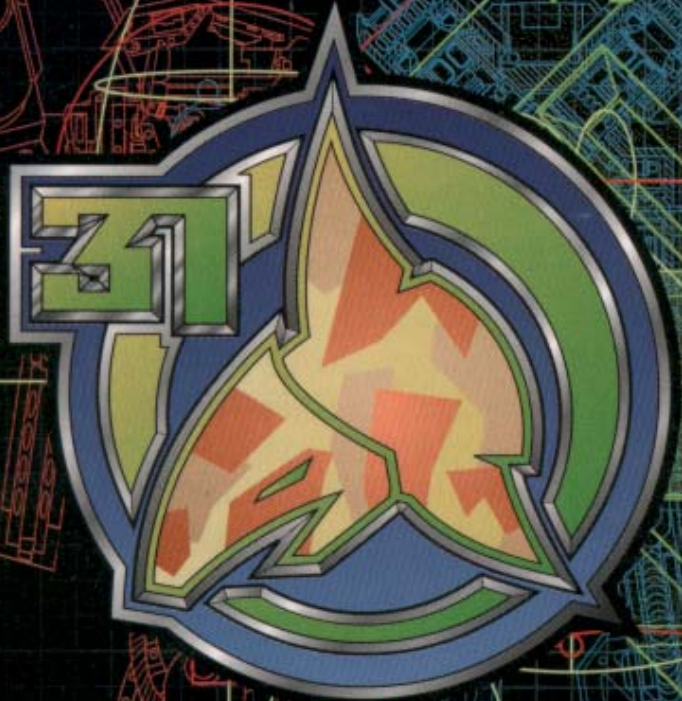


NORTHERN PLAYER'S GUIDE

The 31st Gear Regiment Desert Sharks



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HEAVY GEAR

by Dream Pod 9

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Welcome to the Northern Guard

From Division to Brigade

The primary mission of the Northern Guard is the defense of the Confederated Northern City-States, the confederation uniting the Northern Lights Confederacy, the United Mercantile Federation and the Western Frontier Protectorate. The Guard serves as a border defense force and as the administration for the CNC's protectorates in the Badlands. Unlike the armies of the three Northern leagues, the Northern Guard is a nonpartisan force which recruits its troops from all CNC territories. During peacetime, the Guard has only 17 divisions. In times of war, the Northern Guard provides the unity required to defend the North and absorbs the various local military divisions within its command structure, swelling to 48 divisions in total. Divisions are often combined together into various task forces, whose size and purpose varies depending on the mission to which it has been assigned. These task forces are normally commanded by a respected general.

Divisions are the largest military unit maintained by the Northern military during peacetime. Much like a task force, a division is commanded by a general, although one who of lesser status and prestige. On average, divisions are composed of about 20,000 troops, but this number varies with the unit composition. There are four common types of divisions: infantry, armored, border and airborne. Each one is organized to perform a specific task. Infantry divisions form the bulk of most military organizations and are used to slowly take and hold territory, or to consolidate supply lines. Armored divisions are used to exploit weaknesses in enemy lines by breaking through and overrunning the enemy. Border divisions are rapid-deployment units with integrated air wings. Their rapid air-deployment capability allows them to protect the scattered communities along the Badlands. Lastly, airborne divisions are rare combined arms units with light, airdroppable equipment. Their tasks usually involve parachuting behind enemy lines and disrupting enemy forces. Divisions are usually composed of three brigades.

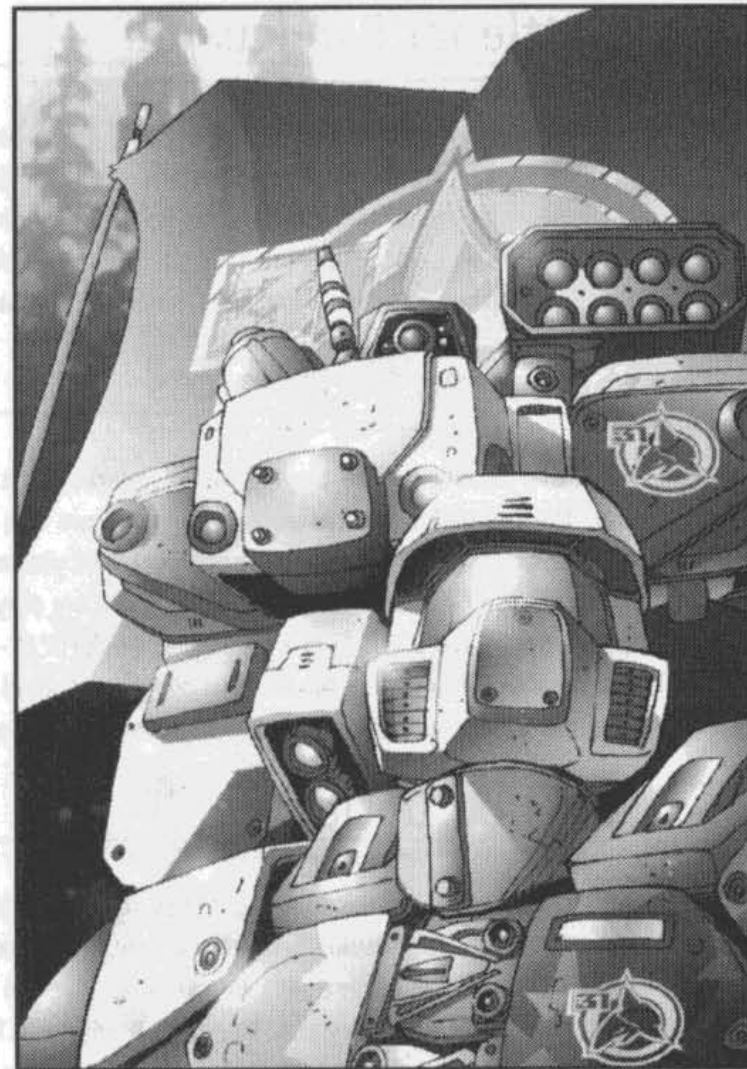
Brigades are the smallest standard military units capable of independent action for extended periods of time. In addition to a nucleus of fighting troops, brigades include many necessary support units like medical evacuation teams, military police, combat engineers, artillery batteries and quartermasters. Northern brigades are commanded by (not surprisingly) brigadiers. There are three categories of brigades: infantry, Gear and armored. Infantry brigades and armored brigades perform their respective duties: take and hold territory, and punch through enemy lines. Gear brigades are the most flexible, capable of doing standard infantry work and of performing several functions of armored units at the same time. In addition to their core units (usually three regiments), brigades have one to two thousand additional troops scattered across several support units: the command company (includes communications), an artillery regiment (includes anti-aircraft), an engineering regiment, a service battalion (includes maintenance and transport), a medical company and a military police platoon. The highly variable structure of a brigade means that brigades can have as little as 4,000 troops and as many as 11,000.

Regimental Structure

A Family Away from Home

Military organizations are rich in tradition and history. It is at the regimental level that this subculture is consolidated. Soldiers may share a certain pride in their specific squadron or company's recent performance, but they are proud of their regiment's rich past. Regimental traditions often include variations from official uniforms, rituals to commemorate past events and regimental emblems and songs. The size of a regiment can vary greatly. Infantry regiments consist of three infantry battalions and a command section. They are composed of nearly 2500 troops along with the 150 vehicles needed to transport them and their equipment. Gear regiments are sub-divided into four companies, then into four sections, then into three squadrons of five Gears each. They usually consist of about 600 troops and 200-250 Gears. Armored regiments are also sub-divided into four companies, then into four squadrons of 3-5 armored vehicles each. Often, regiments combine two or three companies of their given type with a company of another type. For instance, the *Desert Sharks* combine three Gear companies with one infantry company. Regiments are normally commanded by a colonel.

Most Gear regiments elect one of their pilots to become their Duelist. That job is half public relations, half combat expertise. It is expected from the Duelist that he be the very best in his unit, both on the field and off. A Duelist is allowed much less leeway in his behavior; everybody looks up to him, although he is not the leader, and draws strength and inspiration from such an accomplished pilot. A unit can occasionally be judged solely through an inspection of its Duelist. As such, a Duelist who fails to meet the minimal standards of his regiment is quickly demoted from his position and replaced by someone better. Among its duties, a Duelist is occasionally required to perform Duels against enemy units to resolve specific battles or to acquire bragging rights against other competing regiments.



Campaign Introduction

Battle for Rahnguard Oasis

This intricate eleven-scenario campaign has been designed for maximum flexibility and ease of play. Using some or all of the rules within the rulebook and the campaign book, you, the Player, can participate in a major event in the world of Heavy Gear which becomes the catalyst for the coming Interpolar War (TN 1936-1939). This campaign lasts at least six battles, each of which can last 3-5 hours. If, however, the tide of battle turns back and forth, this battle can last as long as there are Gears willing to fight (or until the *Dueling Option* is exercised; see below). It is possible to play the whole campaign one on one, or two or three Players against each other. Because there are always three squadrons within a section, each participant can handle a squadron each (that's five Gears).

Selecting Your Forces

Not everyone feels like playing long scenarios with thirty Gears on the battlefield, plus some armored personnel carriers (APCs), plus half a dozen infantry units. The pre-generated campaign which follows was designed to provide you with the information you need to have if you want to play it with a maximum number of vehicles and military personnel, but you may opt to use a lot less. In fact, the first scenario can be just as enjoyable if you use only one squadron each instead of a full section, especially if you are playing one on one. The instructions on how to bid and buy your forces are outlined at the beginning of the **Campaign Book** (see p. 2). At the end of this book (p. 21-27), the seven types of squadrons are explored in greater detail. If you use the suggested sections or even if you decide to mix and match on your own, you should familiarize yourself with the various tactics for each of these squadrons. You will quickly discover that Heavy Gear is a very realistic game and that rushing your opponent will lead to certain death almost every time.

Dueling Option

It occasionally happens that regiments decide not to fight and resort to Dueling to resolve their confrontations. This is not a regular occurrence, but is a honored tradition which both Northerners and Southerners respect greatly. Two regiment commanders who are about to enter a long battle or who have fought for too long may agree to call upon their Duelists to resolve the situation without further bloodshed. In the case of the Battle for Rahnguard Oasis, the opposing Players may agree to do a Duel at any time to end the campaign. Regardless of their desires, a Duel will occur automatically at the end of the second week (14 days) of fighting — orders came in from above. Simply choose a Gear and give it an Elite pilot (x4 TV).

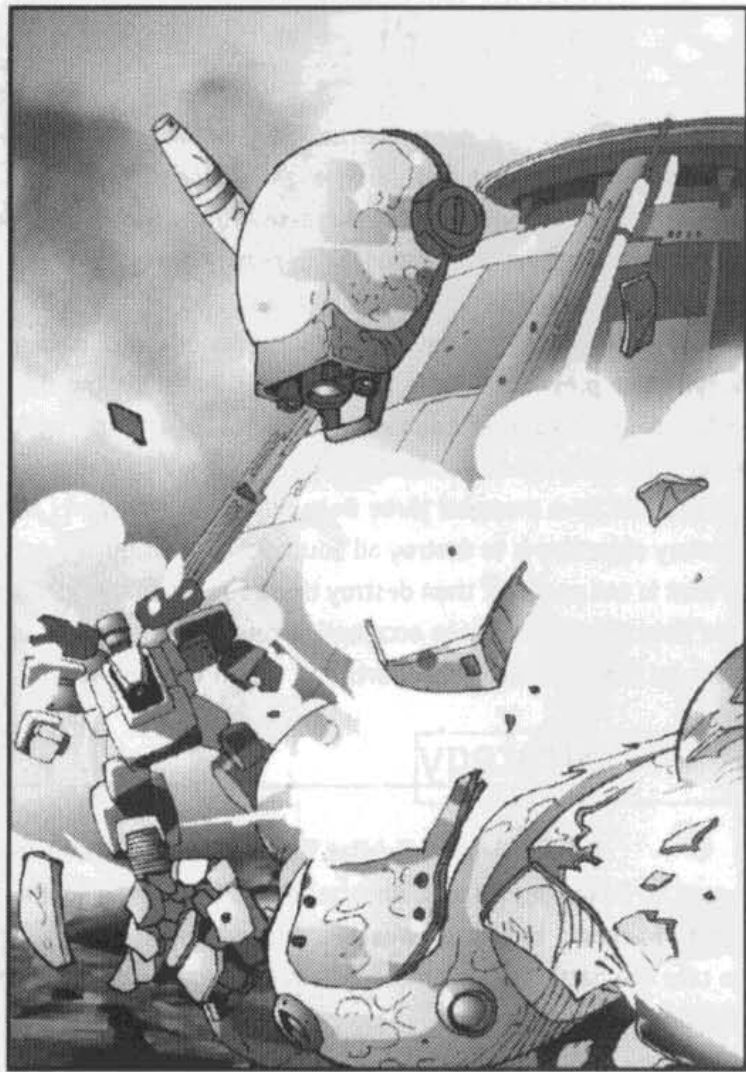
Battle 1: Rahnguard Oasis

Mission Briefing

Senior Ranger Braün, you undoubtedly know the importance of this mission. Rahnguard Oasis is so close to becoming ours that we can almost taste it. Unfortunately, we have just received reports that Southern forces are on their way and plan to take control of Rahnguard Oasis before we can get to it. You are to scramble immediately after this briefing. As commander of Alpha Company Section 2, you are to engage the enemy and ensure they do not take the oasis tower. It is vital to our operations that we can establish a supply point in this area, and losing Rahnguard Oasis could set us back several weeks. Proceed with haste and give the Southerners no quarters. You will be facing the *Azure Devils*, and all intelligence reports indicate that they will not take prisoners in this battle. We understand that they have sent the Wind Djinns section and a section of standard infantry. Beware of the latter, which may be hiding in the wooded areas on the battlefield. Also, be aware that you will not receive any artillery or air support for this battle. We do not wish to risk damaging Rahnguard Oasis in the process. The reverse is not true, however: the Oasis is defended by gun towers. Steer very clear of them or suffer the consequences.

Strategy

You will enter the battlefield from the north at **Ground Top** speed. Squadron 2 should act as reconnaissance and move ahead as quickly as possible to provide an accurate situation report on enemy forces. Squadron 3 will drop to combat speed and remain in the back while Squadron 1 will take intermediate position on the battlefield and provide protection for the fire support squadron. Destroy as many enemies as you can, and avoid taking too much damage yourselves. This may be a drawn out battle, and we need to ensure our Gears can last through it.



Battle 2: Operation Shroud

Mission Briefing

Please sit down, Senior Ranger DuMoyer. As you know, we have been successfully pushing back the *Azure Devils* and have high hopes that this encounter could be over in a matter of days. The Southerners are hard pressed to resist our advance, and their tactics are becoming increasingly desperate. Fortunately, our commanders employ superior strategies and our pilots' morale is high, so the *Devils* have hardly slowed us down. In order to proceed further south and secure our gains, and to ensure that they cannot attack Rahnguard Oasis again without warning, we need to press the attack. In the Mongwau Valley, the *Devils'* Sky Shaitans and four infantry escouades have established some ECM towers that are interfering with our intelligence department's efforts to study what lies further south. You are to move out at 1030 hours and attack those towers. We have prepared three Behemoth Gear transports to take you there immediately. Your primary objective is to destroy all Southern opposition and acquire those towers for our own use. If that is not possible, then destroy those towers so the Southerners may not use them anymore. You have thirty minutes to accomplish your objectives. This is more than enough. If you are not back by then, the Gear transports will return without you.

Strategy

Enter the battlefield at **Ground Combat** speed for Squadron 1, and at **Ground Top** speed for Squadrons 2 and 3. Analyze the strategy of the Southerners after the first 30 seconds and send Squadron 1 to counter whatever tactics they seem to be employing. Most likely, they will try to take the battle towards the northern half of the battlefield to keep you away from the communication towers. If after two minutes you have suffered more than five casualties, send Squadron 3 (or Squadron 2 if S3 has been destroyed) to destroy the towers. The Prophet be with you.



Battle 3: Plain Assault

Mission Briefing

As you can see, our last victory has forced the *Azure Devils* to fall back on their positions and is giving us an excellent opportunity to press our advantage. Our intelligence service reports no traps, no reinforcements and no surprises, so we will proceed with the next phase of our operation to secure our hold on Rahnguard Oasis. You, Senior Ranger Sullivun, are part of that next phase. You will take your three Gear squadrons and will rush the Southerners. Allow us to be honest with you, however: this will not be an easy battle. The *Devils* have taken refuge in hills south of the Wotan Plains and you will have to go through over a kilometer of open rough terrain before you can reach them. Meanwhile, they will be firing at you from behind their cover, so proceed with all due haste. Intelligence reports indicate that there might be mines in some areas, but they cannot confirm the specific areas nor what kind of mines were used. Make sure your pilots are all aware of this so they can prepare and react accordingly. We don't want to lose anyone at this stage. The battle is progressing well and there will undoubtedly be medals pending if we can achieve a spotless victory. You know the drill.

Strategy

You will enter the battlefield from the north at **Walker Top** speed. We recommend you adopt a spear formation with Ranger Rafferty's Heavy Blitz squadron spearheading the attack. Let Rafferty draw the fire and send Rufus' Strike squadron to circle around the Southerners' western position and outflank them. Once you've made it across the plain, everything else should be a cake walk. Don't waste any ammo while crossing the plain; just dodge and weave until you reach cover, then finish them off. Don't sacrifice anyone unless absolutely necessary. We may not get reinforcements for a while.



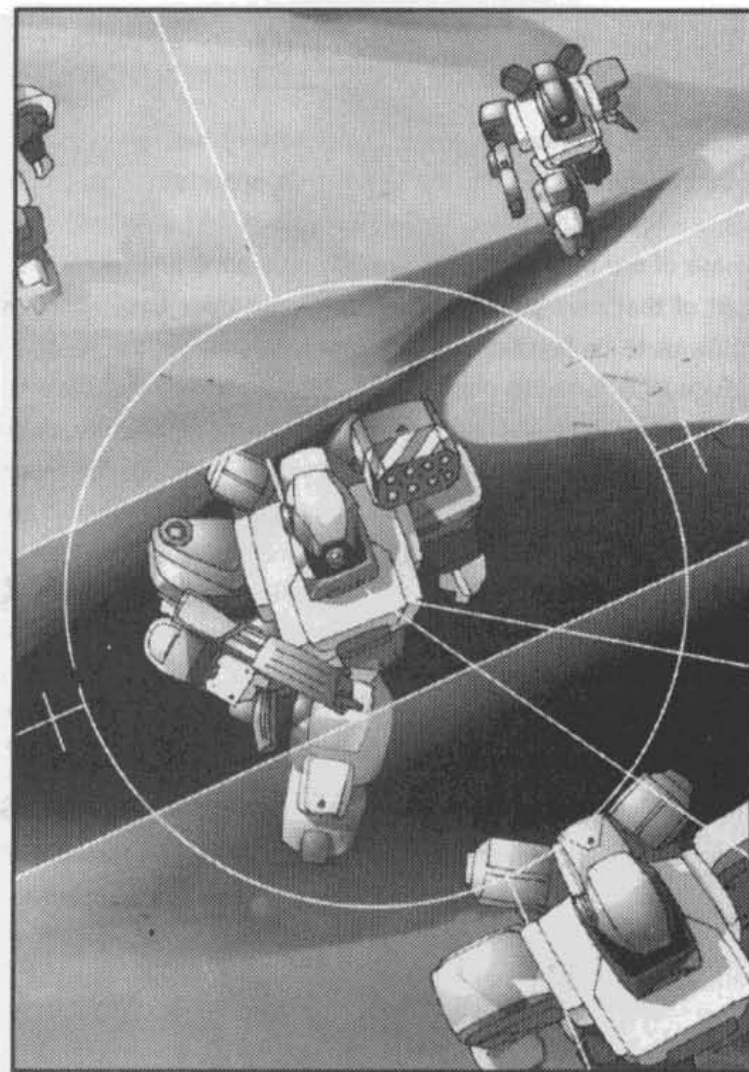
Battle 4: Lightning Wipe Out

Mission Briefing

This is where our operation becomes difficult, Senior Ranger Braün, and this is why we have called you in for this mission. The *Azure Devils* are with their backs against the wall and dare not retreat any further than the Yukon county. If we can eliminate their forces there, they will not only leave the locals alone — and our reports indicate that Yukonites would easily warm up to a Northern intervention and provide us with support and valuable intelligence — but the *Devils* would also begin to collapse under our relentless assaults. This is a perfect opportunity for us to make the Southerners understand once and for all that they don't own the Badlands and make them feel the sting of righteousness. There is something else which you undoubtedly know already, but which we must remind you nonetheless. Being so close to Southern defense lines, it is very difficult to strike at a time and location where there is no air support, and it's very likely that you'll have little time to destroy the Southern Gears before aircraft start bombing you from above. Waste no time and get the job done. Because this operation is very delicate, we want you to ensure its success and lead it personally from a Badger APC.

Strategy

Enter the battlefield at **Ground Combat** speed through at least two of the four N-points (N1, N2, N3 and N4) indicated on the annexed battlefield map. Your personal command Badger will enter the field on the area marked "C" and will remain at **Ground Top** speed throughout the encounter. We strongly recommend that you position Ranger Ramsden's General Purpose squadron on N1 to offer some initial protection. You should also have Ranger Rossen's Fire Support squadron enter the field on N4 and make use of the two Grizzlies' range to pound onto the main force decisively.



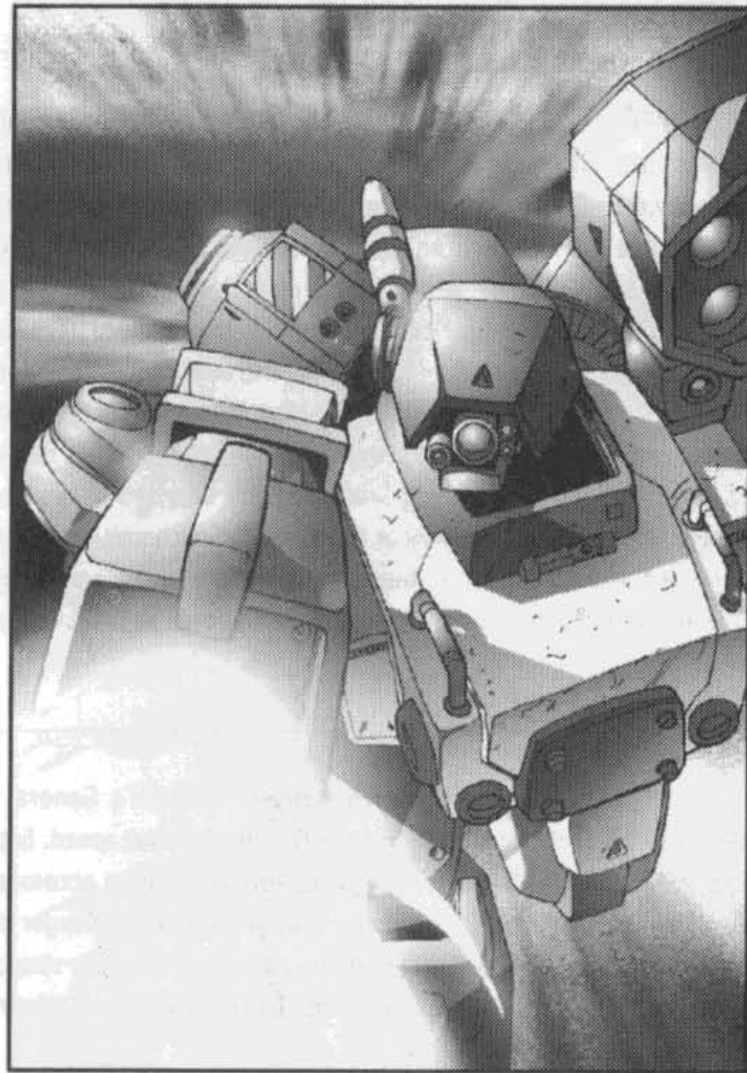
Battle 5: Defiance

Mission Briefing

Victory is almost ours, Senior Ranger Skot, close enough we can almost taste it. The *Azure Devils'* resources have been severely taxed and they can hardly defend themselves anymore. Their casualties are very high, according to our intelligence reports, and they cannot be very far from capitulating. From experience, we know that Southern morale is much weaker than ours — a weakness undoubtedly stemming from having no spiritual beliefs to strengthen themselves — and we expect them to surrender any time now. Word has come from home that our battle has become heavily covered by the media, and that support for our actions is strong. After the assassination of Second Follower Thor Hutchison and the results of the investigation, our kin cheer at this opportunity to exact revenge upon the Southerners. A unit which we have previously encountered during Operation Shroud, the Sky Shaitans section, has been left behind to slow us down. They have entrenched themselves with a massive supply of ammunition and await us approach. We will not disappoint them. More specifically, you, Senior Ranger Skot, will not disappoint them. Your mission is to take Bravo Section 2 and finish them off for good. The only good Southerner is a dead Southerner. Take no prisoners, offer no quarters.

Strategy

Your last mission has proven very successful, so we will trust you with the details of the operation. Enter from any angle you judge appropriate, at the speeds you believe will ensure your rapid victory. This is a decisive strike, but do not get overconfident or cocky, it will not be an easy one. Use cover and terrain to your advantage. It is unlikely that the *Devils* will leave their defense perimeter for fear of running out of ammunition, so try to maneuver around them and reach a vantage point from which you can eliminate them.



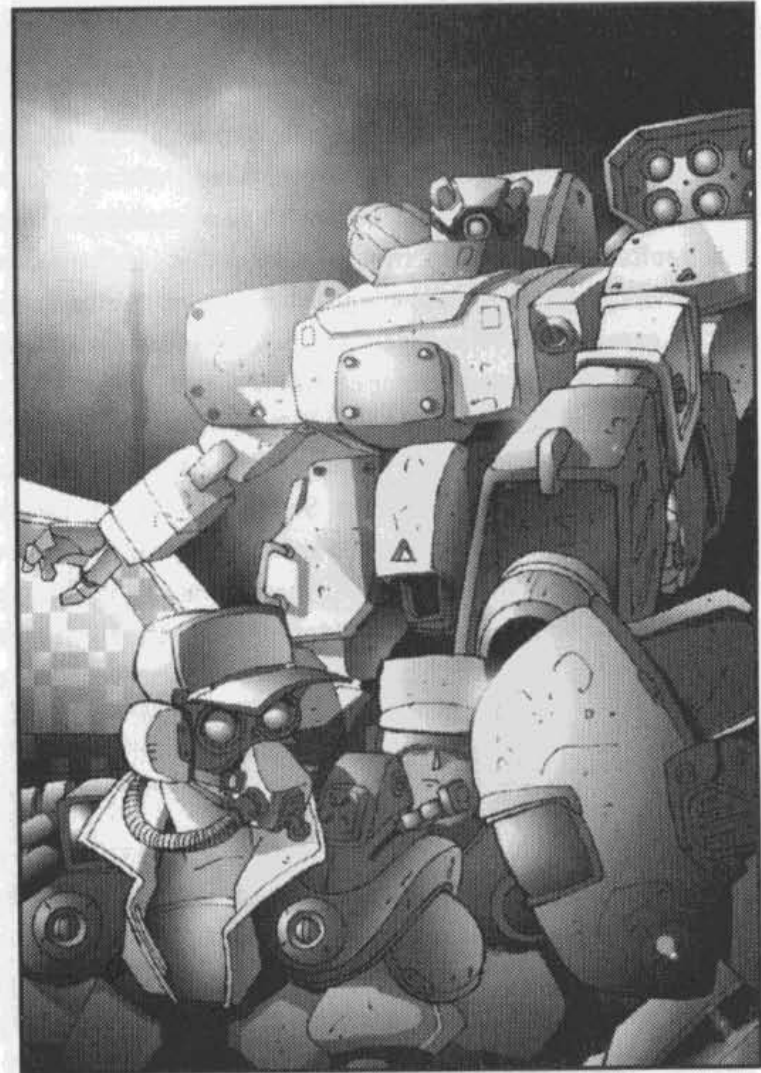
Battle 6: Raid!

Mission Briefing

Victory is at hand, Senior Ranger Christofidès, and you may well be the one who delivers the final and fatal blow to the enemy. The *Azure Devils* are folding back before our advance. Their forces are in disarray and their support structure is wavering. It is but a matter of time before they are routed. In order to ensure our unchallenged victory, we need to weaken them further and prevent them from effecting repairs on their damaged vehicles. We have already effectively managed to cut several of their supply lines, but their reserves allow the *Devils* to keep on servicing their machines for the time being. Our plan is to send a main force towards Charris Station in two days, but for that battle to succeed, we need to shut down the *Devils'* repair camp. We have just discovered the location of that camp and must strike it decisively as soon as possible. Your mission will be to take Charlie Section 1 and head immediately for Walker's Grove, where you will capture or kill as many Southern technicians as you can. We prefer that you capture them if you can because we can either learn something from them or put them to good use, but not at the risk of losing our own people in the attempt.

Strategy

Enter point N1 with Ranger Stockard's General Purpose squadron and Ranger Denisovich's Strike squadron, both at **Ground Combat** speed. Enter point N2 with Ranger Krizova's Recon squadron at **Ground Top** speed. You will also be accompanied with two Badger APCs with one infantry squad each. We insist that you do not endanger them. They are there to transport the captured technicians away from the battlefield, so make sure they are well protected throughout the encounter. The enemy is not likely to venture far from their encampment, so move a lot and keep them confused.



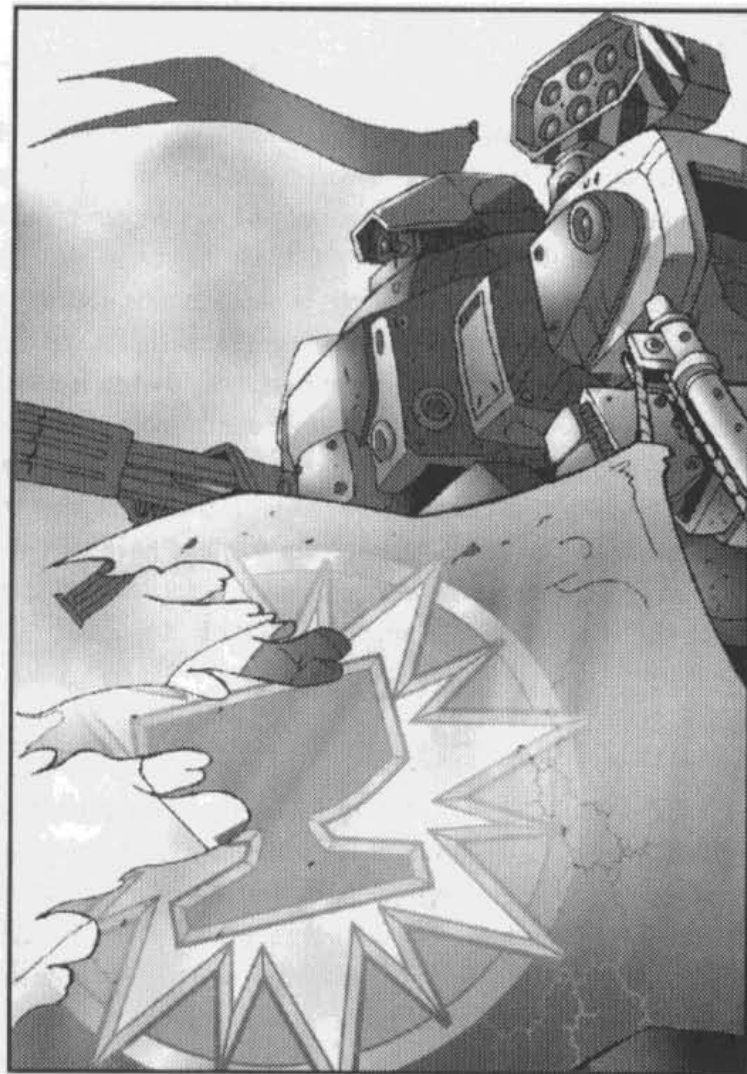
Battle 7: Miracle Knights

Mission Briefing

Thank you for your report, Senior Ranger MacEwyn. We have gone through the recordings of the battle and would like to go through over some of its highlights with you so we can determine what went right and what went wrong. As you can certainly guess, we were not sufficiently prepared for the battle and did not expect the Southerners to attack us in the middle of the night, especially since we are rather out of their way. We strongly suspect that they have initiated troop movements that our intelligence is not aware of at this time, and felt this camp was too close to their operations for comfort. Most fortunately, the *Azure Devils* may not have known that today is the Miracle of Waters and that several devout Norlights among us were standing vigil all night as part of a purifying rite. Being a Westerner yourself, you may not have been aware of that, but I have no doubt that our men and women were greatly spurred by their faith to fight for justice. This gave the Southerners a great deal more trouble than they expected, and we are certain they will think twice before attacking us again on such an auspicious day. Now, let us proceed to review the battle together...

Strategy

Only Ranger D'Aquitin's General Purpose squadron was standing guard at the time of the attack, and the Gears were slowly patrolling the camp's perimeter (at **Half Ground Combat** speed). The four standard infantry squads were standing on top of the nearby hills, two on each peak, 100 meters (**level 2 elevations**) above ground level. After a minute (**two rounds**), all remaining pilots were inside their (**stationary**) machines (the one which survived the first the battle to that point) and began fighting immediately. After two minutes (**four rounds**), the Badger APCs were finally active and evacuated all remaining personnel.



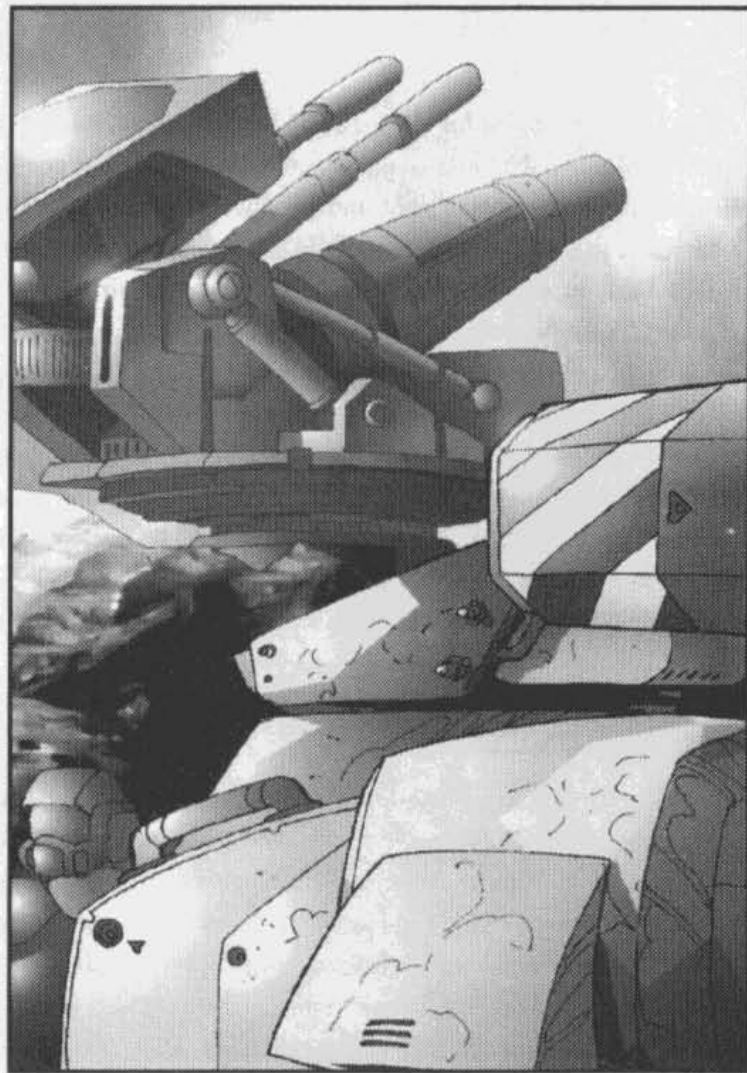
Battle 8: Roma Plateau

Mission Briefing

Senior Ranger Ducatàn, I do not need to emphasize how important this location is to our defense. The Southerners have managed to push us back from the region around Rahnguard Oasis, but if we can hold this position, we can almost certainly regain control over the oasis tower and push the Southerners back where they came from. We have reports that a Republican landship, a troop transport corvette, is going to pass near this mesa. There are two other mesas not far from here, one three kilometers to the northeast and one two kilometers to the east, and we are to all act together and fire at the landship when it comes into range. The plan is to make the landship commander believe that we are far more numerous than we really are, and to make him turn back to home base. If we can manage that, the Southerners will not have the reinforcements they were expecting and we can press the attack after them. We have just been informed that the *Azure Devils* have suspected a trap and have sent several sections to investigate the various mesas. Yours is the best location to set up hidden guns, so they are sure to investigate it shortly. Brief your pilots and get ready for battle.

Strategy

You have four artillery guns and two water condensator arrays to protect, and only fifteen Gears to do it with. Position your Gears strategically and use your best judgement as to what speed, movement systems and strategy to adopt. We remind you that those guns are extremely important, but you will not be able to maintain a solid defense for any length of time if you cannot save your water condensator arrays. There is a sandstorm coming which will greatly reduce visibility on the mesa, so stay close to your defense points and destroy anyone who tries to close in.



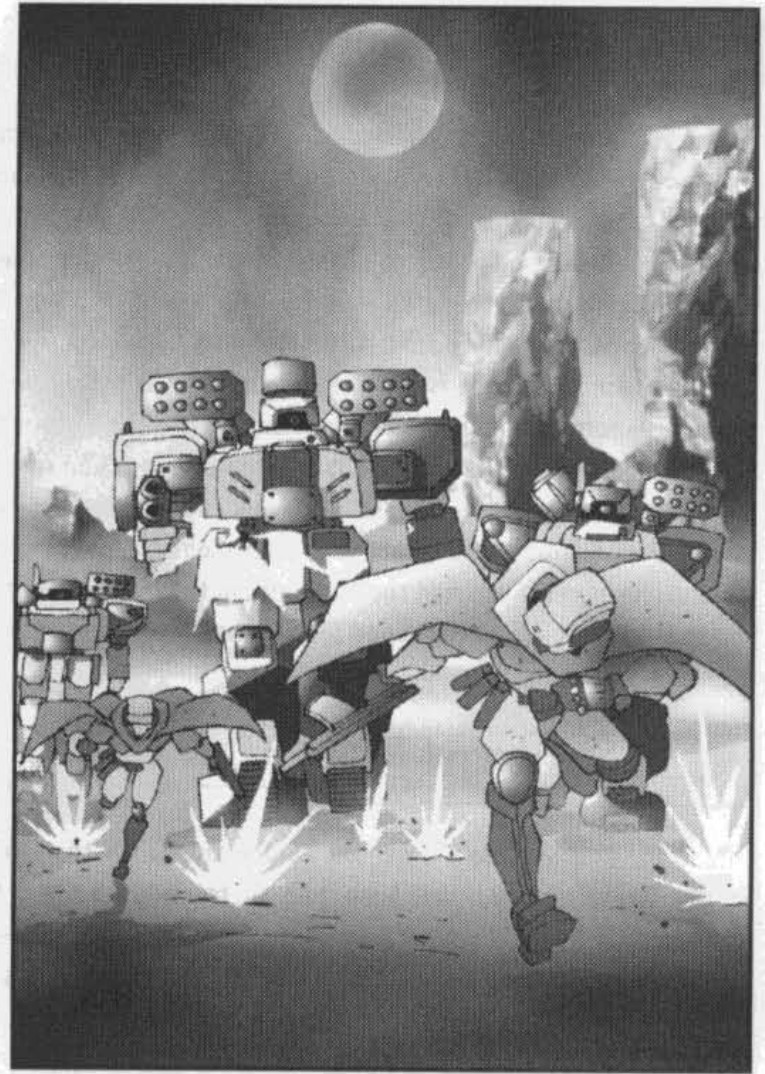
Battle 9: Parade and Riposte

Mission Briefing

We know you are the right soldier for the job, Senior Ranger Sullivan, and your Charlie Section 4 has always performed well in ambush missions. We have intercepted a transmission intended for the *Azure Devils* and have managed to break the encryption key. It appears that they are attempting to launch a surprise attack against our command section and expect little resistance. We have been forced to fall back from our earlier positions rather quickly and have not had time to watch our backs properly as we did. Some of their forces have been sneaking behind us, getting ready to spring their trap when the time would be right. Had we not intercepted that transmission, the very survival of the regiment could have been compromised. Fortunately, we are aware of the trap and can spring one of our own. Instead of sending the command section, we will be sending you and your pilots. Use the cover of the night to position some of your forces on the battlefield — we will review the battlefield together in a moment — and use your remaining forces to pretend that you are unaware of the Southerners' trap. They will come at you from the back, hoping to catch you between a rock and a hard place. Be ready for them.

Strategy

The night before the battle, send your three Grizzlies and the Heavy Blitz squadron to hide on the battlefield — make sure you know where they are. Two recon infantry squads should also be sent to hide somewhere in the woods, in the northern half of the field. These units will remain **stationary** until they are ordered to activate. Do not send that order before two minutes have elapsed into the battle, so that we can effectively turn the tables on the Southerners. All other units should come from the north using **Ground Combat** speed.



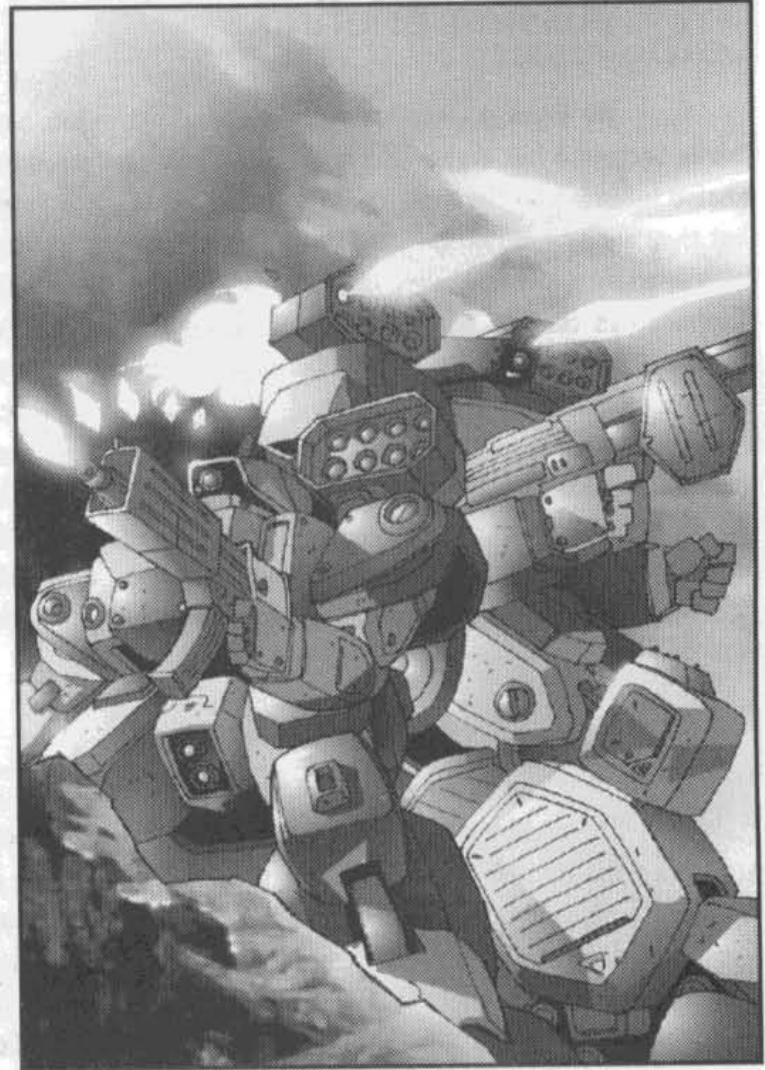
Battle 10: Back Against the Wall

Mission Briefing

We hear you loud and clear, Senior Ranger MacEwyn. We understand your situation and will do everything we can to provide you with adequate intel for pick-up, but interference with our surveillance satellites prevents us from giving you precise coordinates. We have a rough idea of your location and can confirm that you are being pursued by the whole Sky company of the *Azure Devils*. You are probably not aware that there is only one section behind you; the other three sections are circling around the mesa and will catch up with you on the other side. Our maps indicate that there is a depression inside the mesa a kilometer or two away from your location — sorry we can't be more precise. A local guide tells us there is a crack in the cliffs deep inside the depression that goes right through the mesa and exits on the other side. Probably got something to do with the MacAllen network. Anyway, we'll be there in forty-five minutes with three Behemoth Gear transports and three Commando squadrons. We'll wait for you for five minutes, no more. If you find the crack, get in there as quickly as you can and collapse it behind you so they don't follow you. Good luck, Senior Ranger. You're gonna need a lot of it. See you on the other side!

Strategy

You shouldn't have too hard a time with this one. You're already all moving at **Ground Top** speed and should keep it up. Go towards the end of the depression and start looking for the crack in the cliffside. It's about two kilometers wide — the cliff, not the crack — so you've got your work cut out for you. I'm told it's well hidden, so pay close attention. Assuming you're in the right depression, you should eventually find it. Of course, you'll be cornered by the Southerners, so that won't leave you much time to look, so do your best.



Battle 11: Showdown

Mission Briefing

The situation is critical, Senior Ranger Chumanensky, and we need you to turn the tables for us. As you know, our failure to stop the landship *Angius* has allowed Southern troops to be disembarked both north and south of our current position, and the death of Captain Moores, from Alpha Company, has dealt us a tragic blow. His replacement, Captain Andrya Huang, has just arrived at Camp Six and is ready to assume her functions immediately. Unfortunately, the *Azure Devils* have managed to intercept news of her arrival and greatly fear her exceptional tactical abilities. She could turn this whole battle around for us, but we need her alive. There are ten, I repeat TEN heavy weapons infantry escouades closing in on her position, and the Wind Djinns section to back them up. All she's got to get her out of there is you and a Badger APC. You must evacuate her at all costs. We cannot afford to lose another company leader at this stage of the engagement. Our positions have been too far compromised and you simply must get her out of there safely. Failure is not an option. If need be, sacrifice your life or that of your pilots to save her. As you will hopefully discover, she wouldn't hesitate to sacrifice her life for yours.

Strategy

Set up each of your squadrons in one of the four N-points (NL1 to NL4). Intelligence reports have followed the Southern advance and they appear to be the best defensive positions for this battle. Use **Ground** movement; we leave you to decide how fast your people should be moving. Pay close attention to any infantry which may come from point I2, they are the ones most likely to succeed in capturing Captain Huang. If you can wipe out all the infantry first, you will be more than halfway there, so you know where to focus your efforts.



Regimental Description

31st Northern Guard Regiment — The Desert Sharks



The *Desert Sharks* have a long and distinguished history of service to the Northern Guard. Originally one of the first Gear regiments of the United Mercantile Federation Army, they first saw battle in TN 1686 during the Merchant War that opposed the Federation and the AST. The *Sharks* also served during the terrible St. Vincent's War against the South and were ultimately transferred into the Northern Guard when the joint military was reorganized in that conflict's wake. As a Northern Guard unit, the *Sharks* were on Badlands duty for most of their career.

Never did the *Desert Sharks* earn their name more than during the War of the Alliance. When the Badlands were invaded by Earth forces, the *Sharks* were caught behind the main advance. For a full two seasons, they fought a running guerrilla battle, raiding CEF bases and convoys and hooking up with Badlands resistance fighters. When they finally hooked up with a Northern Guard task force, the *Sharks* had lost much of their equipment and taken heavy casualties, but had significantly weakened CEF morale and effectiveness in the area. Resupplied, they became a front line force in the desert battles and took part in the last push toward the CEF's main base in the harsh Barrington Basin desert. The regiment's current commander, Colonel Shane Hoffman, was a captain then and received the coveted Northern Star for his service.

Colonel Hoffman carries his Revisionist faith on his sleeve. Under his leadership, the regiment has taken a more fundamentalist turn. He believes Southerners may be responsible for the death of Thor Hutchison, the leader of his faith.

Regimental Description

Current Assignment & Organization

The *Desert Sharks* are currently assigned to the 3rd Border Division of the Northern Guard. The Division as a whole has been moved from border defense duties along the Norlight border, further south into the desert, near the independent city-state of Elayu. This desert corridor is strategically critical for several reasons. It lies south of the Norlight Confederacy and any Southern aggression might well come through here. Massada, the heart of the Revisionist faith that holds sway in the North, is also located in the Karaq Wastes and it would also make a tempting Southern target. Most importantly, however, Elayu lies near the borders of both the Humanist Alliance and Eastern Sun Emirates, Southern leagues that have been in turmoil recently. The *Sharks* themselves have been assigned to the area around Rahnguard Oasis, a major settlement on a caravan route leading northeast from Elayu. Rahnguard is a huge underground structure, an enclosed village housing several thousand inhabitants. It is fortified, but not enough to resist a prolonged siege. It is critical that the Southern forces that are also in the region not be allowed to take control of this oasis. Because of the nature of their assignment, the *Sharks* have seen an infantry company (called Delta Company) attached to them. Commanded by Captain Markus Gryss, these soldiers are organized like a standard Northern Guard infantry company (see table, below). The Gear forces are organized as described on pp. 19-20.

Infantry Company Delta Flowchart

Infantry Company:

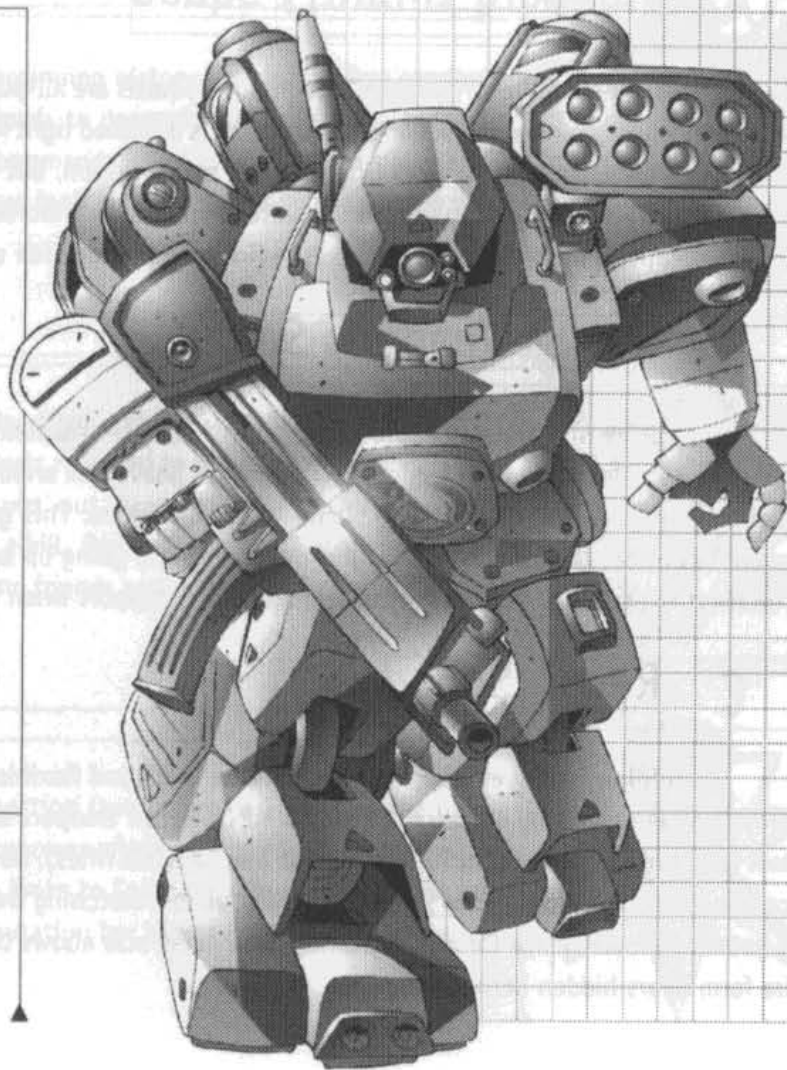
Infantry Platoon x 4

Infantry Platoon:

Infantry Section x 2

Infantry Section:

Infantry Squad x 2



Infantry Forces

A Standard Infantry Squad

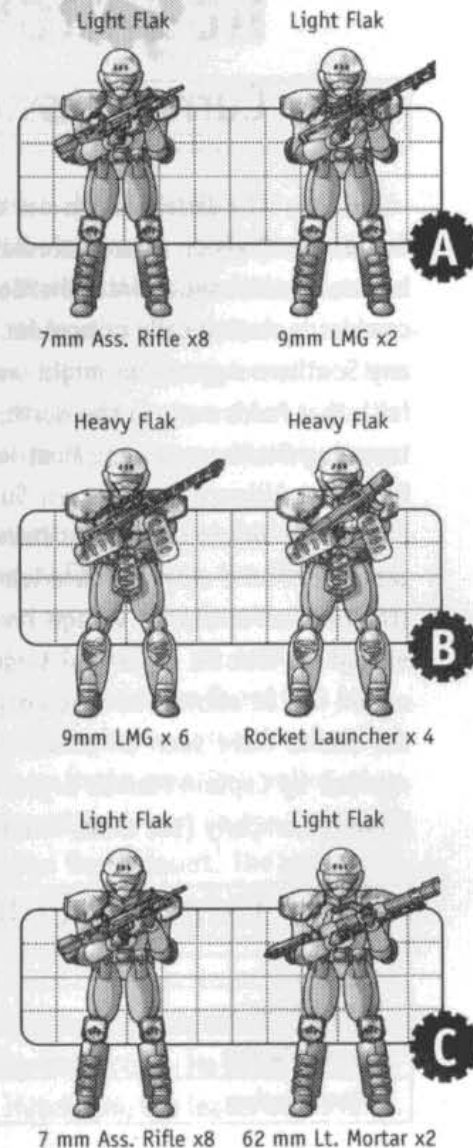
The bulk of Delta Company's 16 infantry squads are all-purpose squads, deployed for a variety of patrol, assault and defense missions. Each of the squad's ten troopers is assigned light flak armor, allowing them to move unimpeded through the wilderness. Most carry 7mm assault rifles as their main weapon, but two soldiers often carry 9mm light machineguns for extra punch. Infantry squads used in assaults are often mounted in armored personnel carriers like the Badger APC. This adds to their mobility, protects them until they get to the fire zone and provide s some added firepower.

B Heavy Weapons Squad

Some infantry squads are equipped with heavier weaponry for assault and defense purposes. They are more specialized, but more deadly in their basic roles. They wear heavy flak armor and carry heavier weapons. Most troopers use 9mm light machineguns, but four of them use 50mm rocket launchers. This gives the squad actual anti-armor punch. Heavy Weapons troopers consider themselves the toughest of the tough, going up against armored targets without the benefit of Gears. They are nevertheless often deployed with Gears, acting a support when holding ground.

C Recon Squad

Infantry is useful because troopers are quick and flexible. Recon squads capitalize on these capabilities, mounting troops on small Wallaby all-terrain bikes (8 MPs). Recon troopers are sent ahead to scout enemy positions and report back. Most use light weapons (light flak armor and 7 mm assault rifles), but two troopers carry 62 mm light mortars, giving the squad some real punch. A recon squad's added mobility, almost matching that of heavier Gears like the Grizzly, makes it quite effective at gathering intelligence for artillery units. Their small size allows them to safely approach enemy positions and call in rocket fire from Gears hidden behind cover.



Gear Company Descriptions

Alpha Company

Alpha is the lead company among the *Desert Sharks* and the one with the longest continuing history. Its troops wear patches and tattoos that can be traced back to the Merchant War of 250 cycles ago; Colonel Hoffman tends to depend on Alpha for the hardest missions, probably because he commanded it during the War of the Alliance. The company is commanded by Captain Edgar McIntyre, a veteran of the resistance against Earth who once was Colonel Hoffman's right hand man. McIntyre feels that his company has earned the praise it gets and sees himself as the designated successor for the Colonel.



Bravo Company

Although it shares the same organization as Alpha Company, Bravo could not be any more different in terms of history and style. Bravo Company has no long-standing traditions because it was formed after the *Desert Sharks* returned to regular service during the War of the Alliance (TN 1913-1917). The pilots of Bravo Company think of themselves as young guns, out to prove that they can stand tall with the other *Sharks*. They tend to be cocky and quick to enter combat, and stop at little to get a kill. Bravo commander Captain Baldwin Müller fits the mold of his unit. His sense of decorum is untraditional at best and he has made no friends among Colonel Hoffman's staff, but his own troops hold him in high regard.



Charlie Company

Charlie Company groups together the heavy hitters of the *Desert Sharks*. Its fourth section (see next page) includes the only Heavy Blitz Squadron in the regiment and the company as a whole generally serves in heavy firepower missions. They have developed a reputation as radicals, willing to flatten an area in order to pacify or secure it. Colonel Hoffman looks to Captain Loren Lawman when he needs an enemy eliminated with extreme prejudice. Captain Lawman has no problem with the reputation her troops have earned — fear is almost as good as admiration.



Section Descriptions

General Structure

Each of the *Desert Sharks'* three Gear Companies (Alpha, Bravo and Charlie) includes four separate sections, numbered 1 through 4. The sections are the smallest unit deployed onto a battlefield and are referred to by commanders by a combination of their company name and section number (e.g. Charlie Section 3, Alpha Section 2, etc.). Each section is in turn composed of three Gear squadrons that conform to one of seven standard squadron types. The combination of squadron types determines the capabilities of a section. In general, sections 1 and 2 of each company are assigned general patrol duties (with section 2 having heavier weapons). Sections 3 and 4 are assigned more specialized tasks, ranging from strikes to deep reconnaissance patrols. Charlie Company has a slightly different structure from the other two companies: Section 4 is designed for prolonged heavy assault. It surpasses the other sections in terms of sheer firepower.

Section Compositions

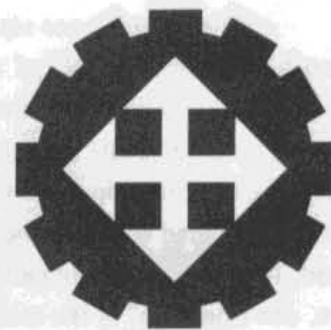
Section #	Alpha Company	Bravo Company	Charlie Company
1	General Purpose	General Purpose	General Purpose
	Recon	Recon	Recon
	Strike	Strike	Strike
2	General Purpose	General Purpose	General Purpose
	Recon	Recon	Recon
	Fire Support	Fire Support	Fire Support
3	General Purpose	General Purpose	General Purpose
	Strike	Strike	Recon
	Commando	Commando	Light Blitz
4	General Purpose	General Purpose	General Purpose
	Recon	Recon	Strike
	Light Blitz	Light Blitz	Heavy Blitz

General Purpose Squadron

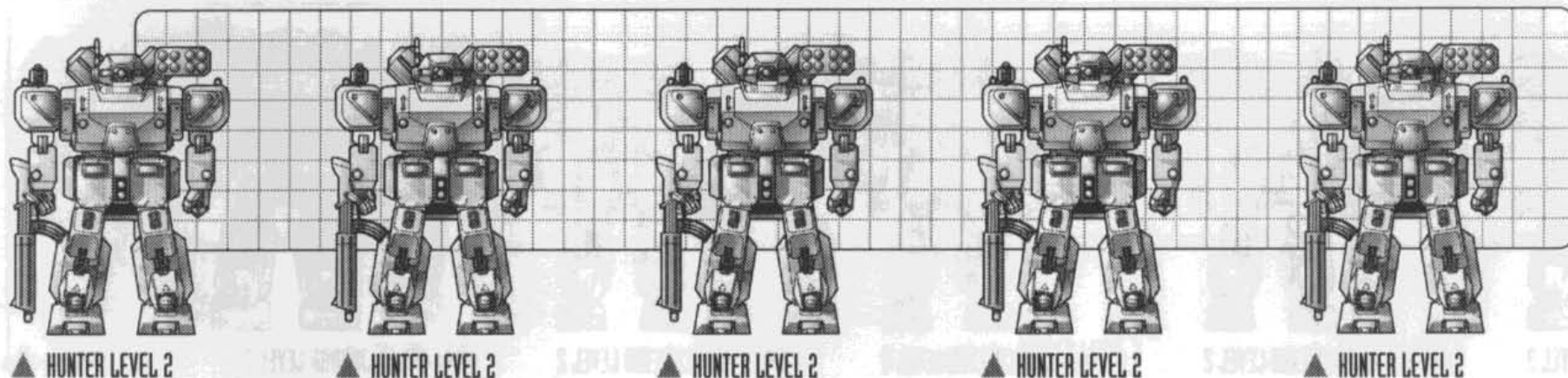


Description and Function

The most common squadron type in the *Desert Sharks* is the general purpose. Made up of five Hunter Gears, a GP squadron can be called upon for almost any type of duty. The Hunter has average abilities across the board, making it capable at attack, defense and patrol duties. GP squadrons are often used when the *Sharks* enter unknown circumstances, as patrol and sentry units. Moving behind recon units and ahead of heavier units, they are flexible enough to engage a variety of troops and call in heavier forces if need be. In specialized operations (raids or deep recon), they generally serve as support for more specialized squadrons. GP squadron duty is generally the purview of younger Gear pilots, who eventually "graduate" to more specialized assignments. Despite their reputation for drudge work, however, these units are the backbone of the regiment. Without them, none of the specialist units could operate effectively and the *Sharks* as a whole would be much less flexible in combat. There are some veteran pilots who choose to remain in GP units, often because they enjoy training new recruits more than seeking glory themselves.



GP Squadron Gears (TV = 1900)



▲ HUNTER LEVEL 2

▲ HUNTER LEVEL 2

▲ HUNTER LEVEL 2

▲ HUNTER LEVEL 2

▲ HUNTER LEVEL 2

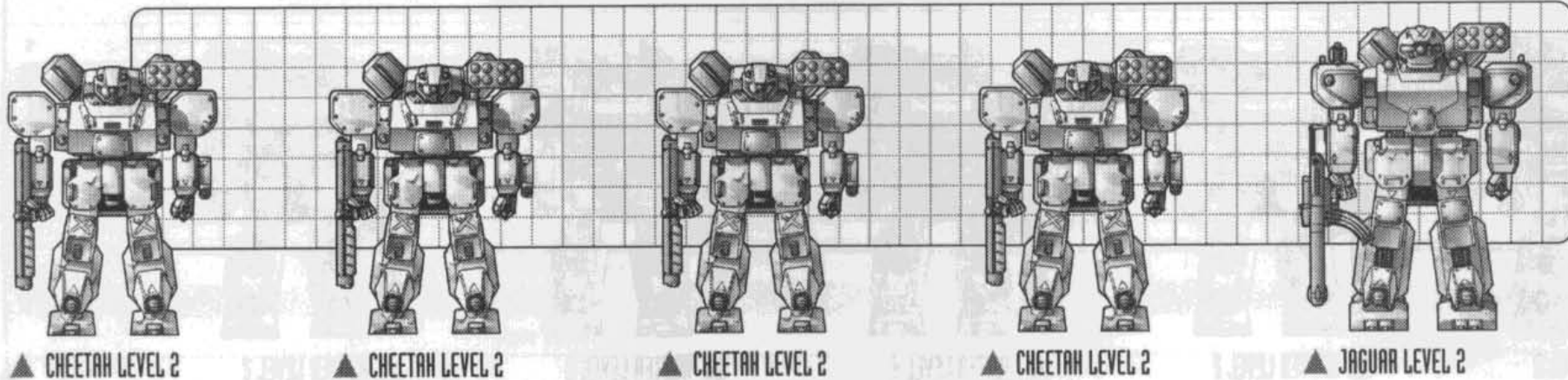
Recon Squadron

Description and Function

Reconnaissance squadrons serve one of the most critical functions in their companies. Using fast and nimble machines, recon pilots move well ahead of friendly forces to scout out enemy positions or unknown territory. They are usually tasked with bringing back intelligence rather than kill markers, but they are able to defend themselves in a fight if need be and can be deadly if they set up an ambush. Because of the importance of stealth and planning in their operations, recon pilots often consider themselves the most intelligent of Gear pilots. The mainstay of the recon squadron is the Cheetah scout Gear. Fast and deadly, it gives a pilot unparalleled maneuvering power. The unit squadron commander pilots a Jaguar, a bulkier machine that has excellent agility and speed. The unit as a whole carries a fair amount of firepower (roughly the same as a GP squadron), but is less resilient to enemy fire. "See, don't be seen" is the motto of a recon pilot, with good reasons. Recon pilots are generally experienced, but they are not the elite one finds in the commando or blitz squadrons.



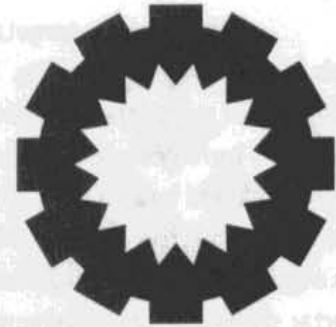
Recon Squadron Gears (TV = 3128)



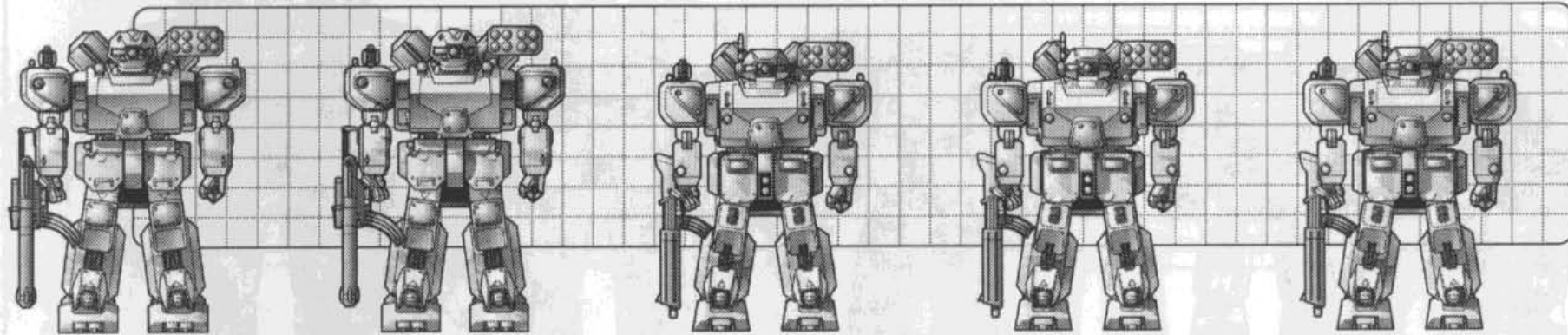
Strike Squadron

Description and Function

When it comes time to take an enemy position or eliminate opposing forces, strike squadrons take the brunt of the work. They are designed to hit hard and fast, and still be able to hold ground they have gained. Strike squadrons are made up of two Jaguars and three Hunters. The Jaguars, modern trooper/commando Gears that combine speed, firepower and armor in one deadly package, make a perfect spearhead unit. The Hunters usually flank opponents drawn out by the Jags. Strike pilots know they are in harm's way and tend to mix equal parts of macho bravado and professionalism. Most are not overly experienced, although the squadron commander is usually a veteran pilot who will lead his men to victory. These unit commanders lean toward cold professionalism, while their younger pilots generally partake in boisterous drinking games and regale their machines with kill markers. They all know that fun and games end when on a mission, however — those who don't usually come home in a body bag. Strike squadrons often deploy with individual Gears a few hundred meters apart, each one covering another and moving to catch enemies in a cross-fire.



Strike Squadron Gears (TV = 2851)



▲ JAGUAR LEVEL 3

▲ JAGUAR LEVEL 2

▲ HUNTER LEVEL 2

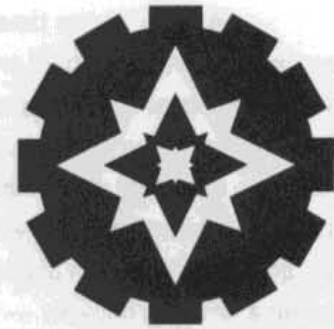
▲ HUNTER LEVEL 2

▲ HUNTER LEVEL 2

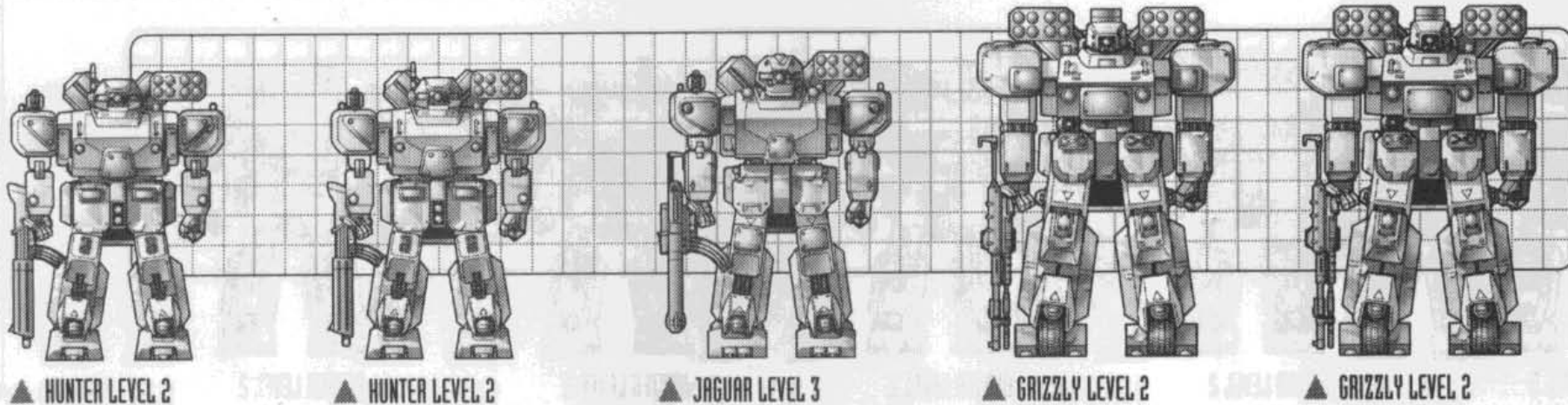
Fire Support Squadron

Description and Function

When heavy targets need to be eliminated, when enemy positions need to be softened up or when a commander simply feels firepower is a necessity, fire support squadrons are called in. Slow and heavy, these squadrons do not have the battlefield flexibility of most other squadrons, but their offensive punch makes up for it as long as they are well deployed. The *Desert Sharks'* FS squadrons were designed to be relatively self sufficient, however. They are based around two Grizzly fire support Gears. Each Grizzly is accompanied by a Hunter — faster and more agile — that can serve to protect it or act as a forward observer if need be. The unit commander pilots a Jaguar, which allows him to fill in as guard or observe as the need arises, and gives him significant firepower of his own. Fire Support units often use terrain to their advantage, hiding the slow Grizzlies behind elevation or trees to lob rockets and mortar shells on their opponents. The Hunters then relay coordinates to fire. Exposing the Grizzlies to enemy fire is very dangerous because despite their heavy armor, they are slow enough to make easy targets.



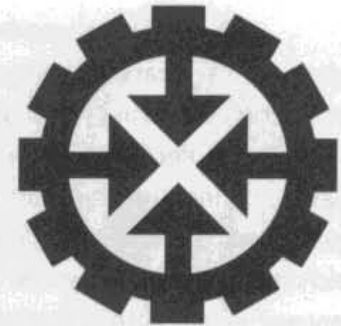
Fire Support Squadron Gears (TV = 3949)



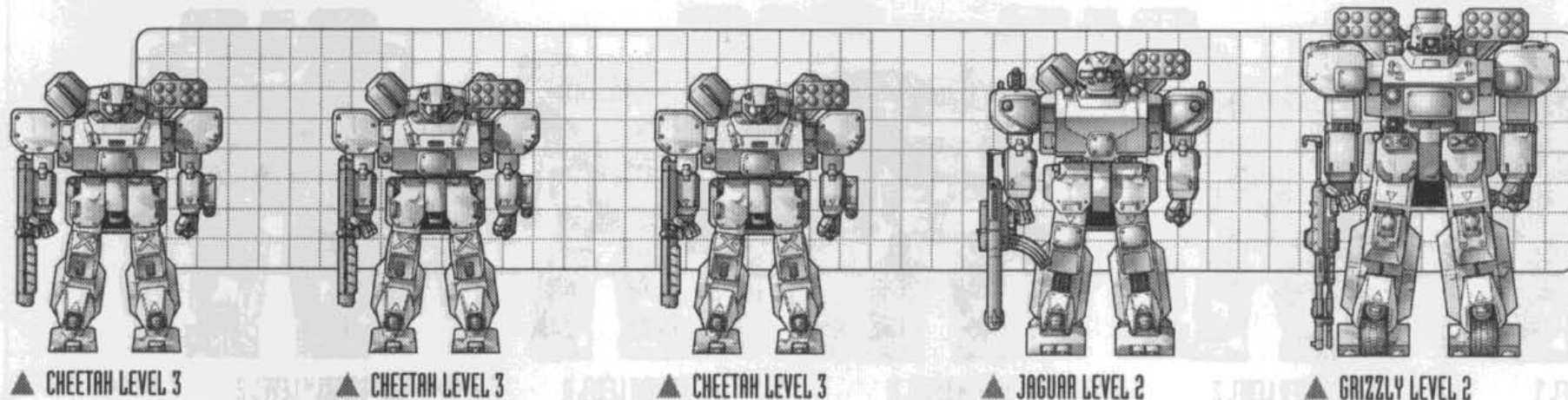
Commando Squadron

Description and Function

Commando squadrons are the elite of the *Desert Sharks* combat units. Manned by veteran pilots, these squadrons include Cheetah deployed side by side with heavier machines (a Jaguar and a Grizzly). This makes for a combination of speed and firepower that is extremely deadly. The squadron's most experienced soldiers pilot the Cheetahs because of the dangers of ambush. Indeed, the Grizzly's presence limits the unit's total mobility, making it critical that the Cheetahs position themselves well and be ready to defend the fire support Gear and themselves. The five Gears of a commando squadron will actually often split up into two unofficial sub-squadrons. The Grizzly and Jaguar hang back, using cover to protect themselves, while the Cheetahs dart forward. The latter can then tag enemies with their laser target designators and the Grizzly will rain mortar fire down upon them. The Jaguar serves to guard the Grizzly and keep electronic channels open. During a prolonged drive, the unit performs a leap-frog advance; the Cheetahs secure a position before the slower Grizzly moves forward to join them, at which point the process is repeated.



Commando Squadron Gears (TV = 5735)



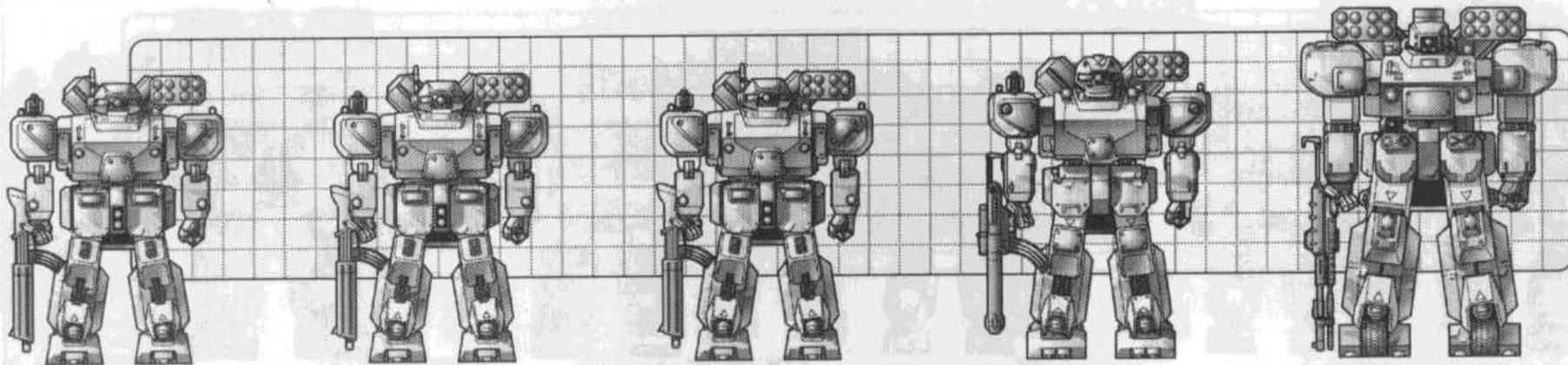
Light Blitz Squadron

Description and Function

A light blitz squadron is essentially a General Purpose squadron that has been upgraded. Hunters still account for the majority of the Gears in the squadron, but it also features one Jaguar and one Grizzly for added firepower. This gives the squadron a combination of hitting power and flexibility that makes it well suited for advances into enemy territory. It is usually deployed alongside a GP and Recon squadron when a section is sent ahead, giving the section some firepower to go with its speed. It will lead assaults, taking direction from the recon squadron and supported by the general purpose one. Light Blitz pilots are generally more experienced, especially their commander, who pilots one of the Hunters. The commander often serves as a guard for the Grizzly unit, which stays in back to provide fire support. This way, the unit's two most valuable assets — the commander's skill and the Grizzly's firepower — are both protected by the leading three units. Some more cocky commanders, usually from Bravo Company, prefer to lead the charge in light blitz units, however. Colonel Hoffman frowns on this tactic, but rarely argues with success.



Light Blitz Squadron Gears (TV = 3131)



▲ HUNTER LEVEL 3

▲ HUNTER LEVEL 2

▲ HUNTER LEVEL 2

▲ JAGUAR LEVEL 2

▲ GRIZZLY LEVEL 2

Heavy Blitz Squadron

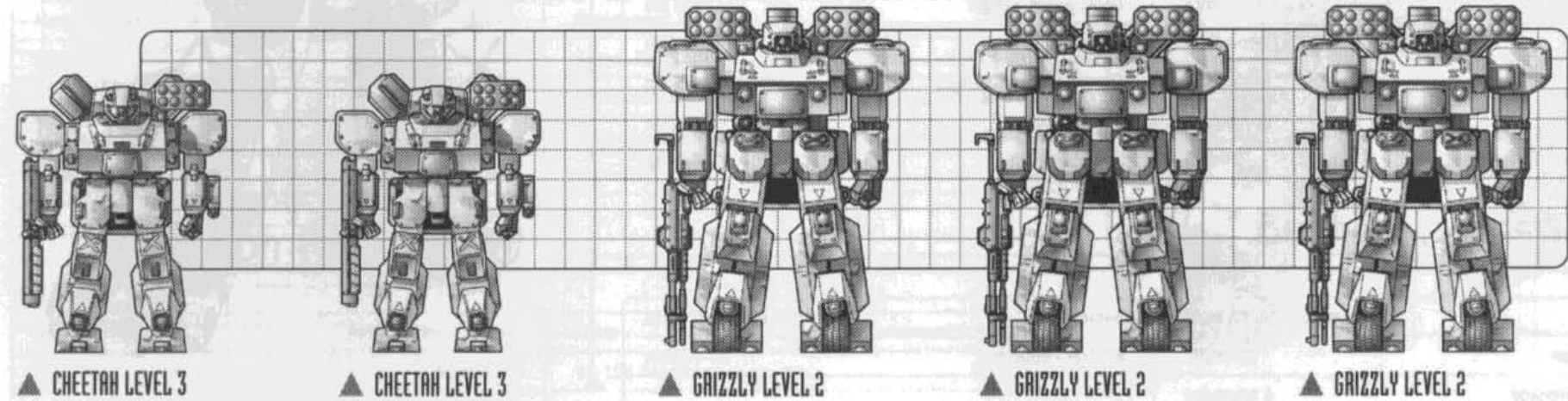


Description and Function

If a light blitz squadron is an upgraded version of a general purpose unit, then a heavy blitz squadron is an upgraded fire support one. Almost like an FS squadron, the heavy blitz features three Grizzlies that provide heavy firepower and artillery capabilities. Instead of Hunters and a Jaguar as guards and observers, however, the heavy blitz squadron features Cheetahs with veteran pilots. These two rapid machines are perhaps less effective as guards (although even that is debatable given the pilots' skills), but are excellent as observers. The combination of the Cheetahs' target designators and the Grizzlies' guided mortar is especially deadly. There is only one Heavy Blitz squadron in the whole regiment (part of Section Charlie 4) and its is deployed during all-out attacks. The Cheetahs dart ahead (one may be left behind as a guard), tagging targets as they go. The Grizzlies then rain mortar fire down on opponents. Heavy Blitz pilots, because there are so few of them, are considered special and many pilots from other units are waiting to transfer in when a space becomes available. The pilots of Section Charlie 4 are known as highly effective warriors.



Heavy Blitz Squadron Gears (TV = 5477)



Cheetah

Overview

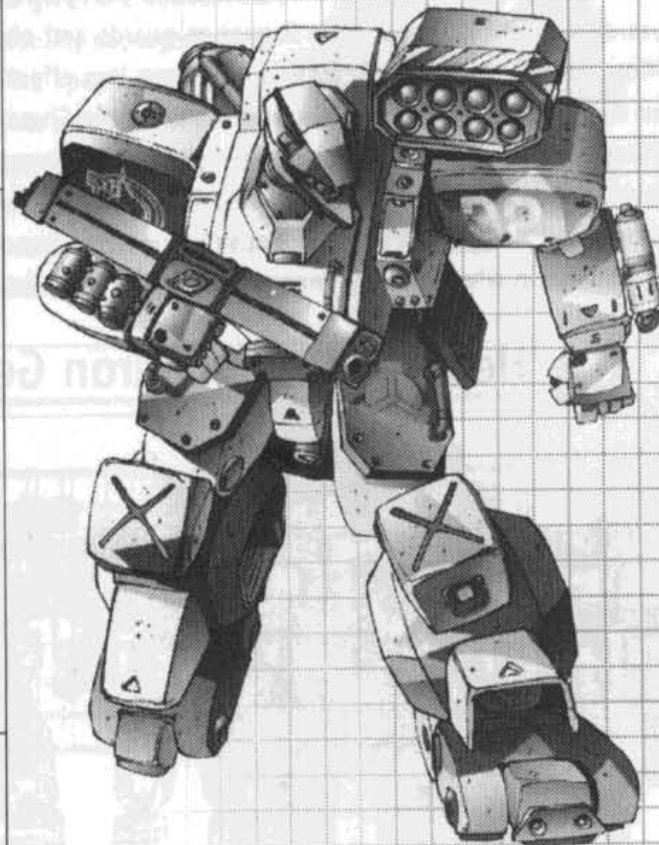
The Cheetah is the standard scout Gear of the Northern armies. Used in a number of diverse roles, it is most often found as the scout unit attached to a patrol of heavier Gears. In this capacity, it can use its superior speed and maneuverability to avoid the first salvo of attacks and continue to dodge the enemy's fire while relaying coordinates for the heavier weapons its squad-mates carry. It is also common for groups of Cheetahs to be sent on dedicated reconnaissance missions where the vehicle's small size helps prevent it from being seen.

Specifications

Code Name:	Cheetah	Armor Material:	durasheet w/alloy
Production Code:	HACS-01LG-SCT	Standard Operational Weight:	5230 kg
Production Type:	Mass Production	Primary Movement Mode:	Walk (65 kph)
Cost:	468,750 marks	Secondary Movement Mode:	Ground (91.6 kph)
Manufacturer:	Shaian Mechanics	Deployment Range:	600 km
Use:	scout/recon Gear	Sensor Range:	100 hexes/5km
Height:	4.1 meters	Communication Range:	500 hexes/25 km
Width:	3.3 meters	Powerplant:	S-V820S V-Engine
Average Armor Thickness:	20 mm	Horsepower:	425 hp

Weapon Payload

Name	Ammunition Payload	Name	Ammunition Payload
M25 Pack Gun	30 shells	RP-109 Pepperbox	24 rockets
M2A-Hand Grenade	4 grenades		



Hunter

Overview

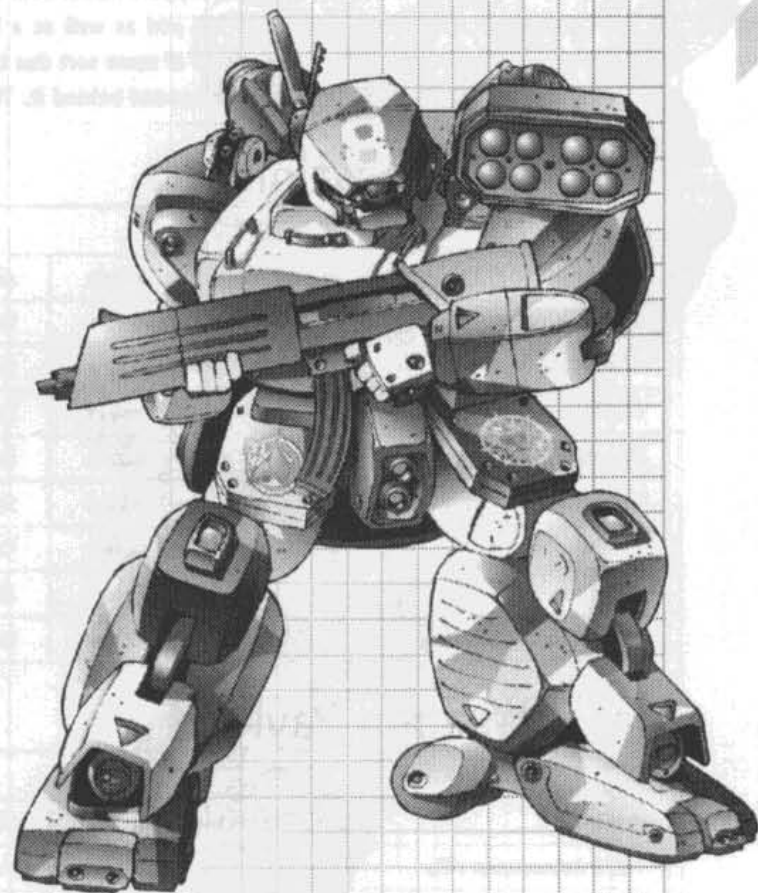
The Hunter is the workhorse of the Northern armies. Due to its modular design that allows for quick repairs, its low production cost and its varied weapons loadout, the Hunter is assigned to nearly all new pilots while in training so they can learn the basics. These machines are fitted with a wide variety of weaponry to suit the task assigned at the time. The Hunter is used as the standard trooper Gear and can be found in almost any operational role for which another, more dedicated, Gear is unavailable. Hunters represent a good percentage of the Northern forces.

Specifications

Code Name:	Hunter	Armor Material:	durasheet w/alloy
Production Code:	HACS-01MG-MP	Standard Operational Weight:	6627 kg
Production Type:	Mass Production	Primary Movement Mode:	Walk (42 kph)
Cost:	221,590 marks	Secondary Movement Mode:	Ground (72 kph)
Manufacturer:	Northco	Deployment Range:	500 km
Use:	trooper Gear	Sensor Range:	40 hexes/2km
Height:	4.3 meters	Communication Range:	200 hexes/25 km
Width:	3.0 meters	Powerplant:	S-V950A V-Engine
Average Armor Thickness:	45 mm	Horsepower:	450 hp

Weapon Payload

Name	Ammunition Payload	Name	Ammunition Payload
M222 Autocannon rifle	60 rounds	RP-109 Pepperbox	24 rockets
MK IV Grenade Launcher	6 grenades	M2A-Hand Grenade	3 grenades



Grizzly

Overview

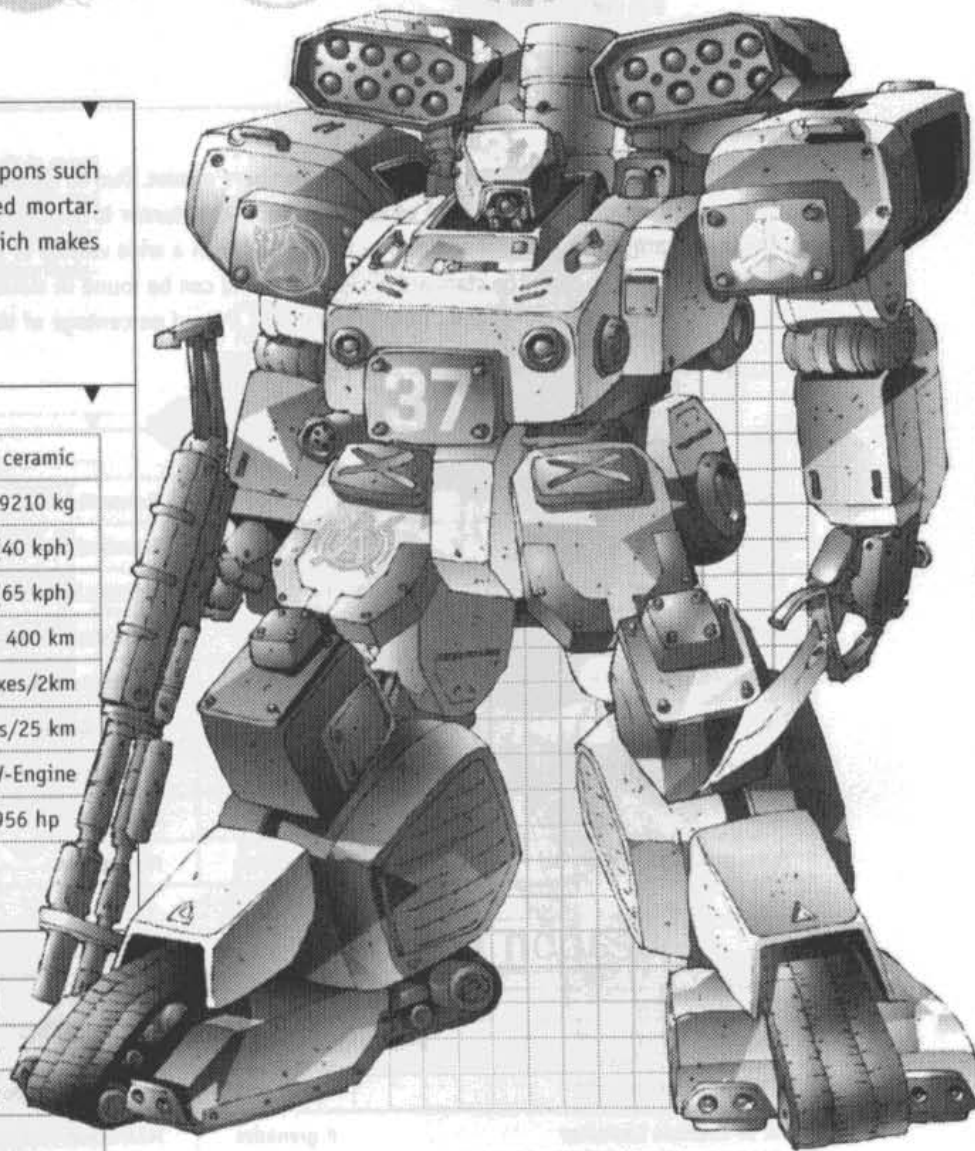
The Grizzly is the standard fire-support walker Gear found in Northern units. It carries assault weapons such as the heavy autocannon and medium rocket pod as well as a light artillery piece, such as the heavy guided mortar. Grizzlies are rarely deployed without an escort of some sort due to the low maneuverability of the machine which makes it an easy kill for fast machines that can run around behind it. They are often assigned to unit commanders.

Specifications

Code Name:	Grizzly	Armor Material:	durasheet w/alloy and ceramic
Production Code:	HACS-02HG-MPs	Standard Operational Weight:	9210 kg
Production Type:	Mass Production	Primary Movement Mode:	Walk (40 kph)
Cost:	634,286 marks	Secondary Movement Mode:	Ground (65 kph)
Manufacturer:	Northco/Shaian Mechanics	Deployment Range:	400 km
Use:	close fire support Heavy Gear	Sensor Range:	40 hexes/2km
Height:	5.1 meters	Communication Range:	200 hexes/25 km
Width:	3.8 meters	Powerplant:	S-V2200Z V-Engine
Average Armor Thickness:	70 mm	Horsepower:	956 hp

Weapon Payload

Name	Ammunition Payload	Name	Ammunition Payload
M225 Autocannon rifle	30 shells	2x GH-8 Rockets Pods	18 rockets each
GU-10 10 mm Gatling Gun	300 rounds	M25 Pack Gun	30 grenades
TD-76 Mortar Unit	12 shells		



Jaguar

Overview

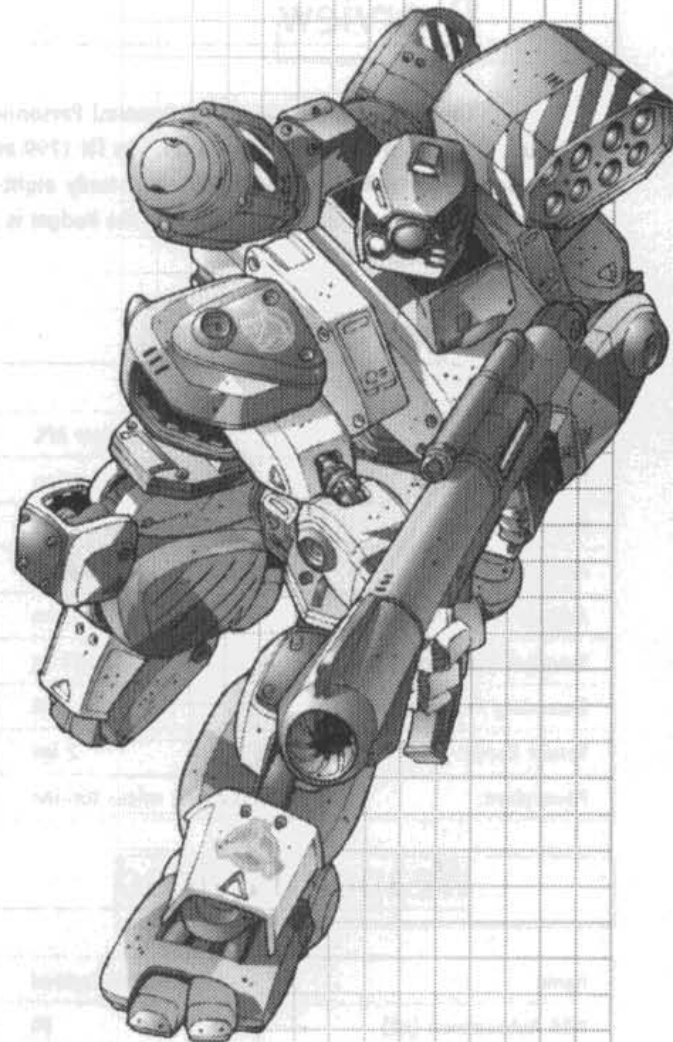
As the elite trooper Gear of the Northern forces, the Jaguar is assigned to pilots and missions that require a superior Gear to the Hunter. The pilots that are assigned to Jaguars usually have several cycles of experience under their belts and have completed a wide variety of missions. The reason for the regular assignment of experienced pilots to these machines is purely fiscal; the Northern Guard cannot afford to lose many of these machines that cost twice as much as a Hunter. Jaguars are usually assigned to strike missions requiring few but powerful Gears. Jaguars are usually assigned to strike missions requiring few but powerful Gears.

Specifications

Code Name:	Jaguar	Armor Material:	durasheet w/alloy and ceramic
Production Code:	HACS-02MG-MPS	Standard Operational Weight:	7123 kg
Production Type:	Mass Production	Primary Movement Mode:	Walk (53 kph)
Cost:	471,750 marks	Secondary Movement Mode:	Ground (81 kph)
Manufacturer:	Northco	Deployment Range:	550 km
Use:	general purpose Heavy Gear	Sensor Range:	60 hexes/3 km
Height:	4.6 meters	Communication Range:	300 hexes/15 km
Width:	3.4 meters	Powerplant:	S-V1110 V-Engine
Average Armor Thickness:	51 mm	Horsepower:	620 Hp

Weapon Payload

Name	Ammunition Payload	Name	Ammunition Payload
MR25 Machinecannon rifle	40 rounds	RP-111 Pepperbox II	32 rockets
MK IV Grenade Launcher	6 grenades	M-2A Hand Grenade	3 grenades



TTM-8/20 Badger APC



Overview

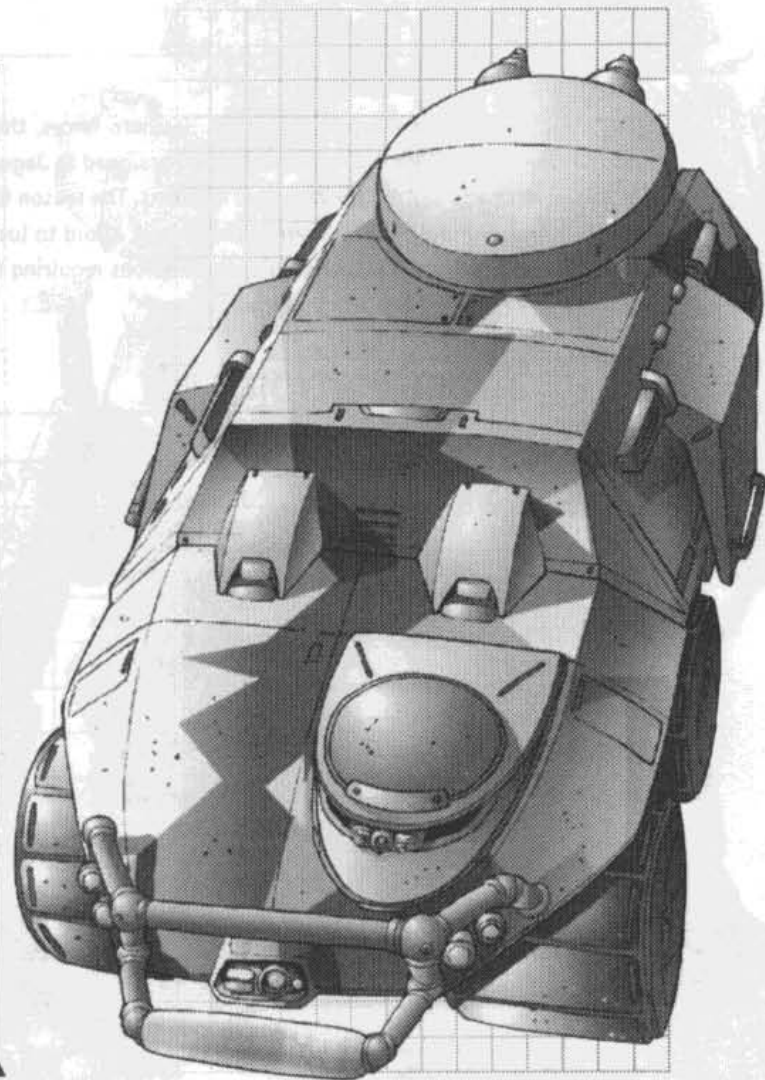
The Badger is typical of the Armored Personnel Carriers used by the armies of the Confederated Northern City-States. It was first introduced in the CNCS in TN 1799 as a replacement to the Mongoose line, which had become too obsolete on the battlefield to be reliable. Its sturdy eight-wheeled design can transport up to twenty fully equipped troopers to battle through almost any terrain. The Badger is powered by four axial electric engines connected to banks of superconducting batteries.

Specifications

Code Name:	Badger APC	Production Code:	TTM-8/20
Production Type:	Mass Production	Cost:	80,250 marks
Manufacturer:	Shaian Mechanics	Use:	Wheeled Infantry Vehicle
Height:	2.37 meters	Length:	7.82 meters
Average Armor Thickness:	28 mm	Armor Material:	Ceramic Alloy
Standard Operational Weight:	12,627 kg	Primary Movement Mode:	Ground
Secondary Movement Mode:	N/A	Deployment Range:	560 km
Sensor Range:	2 km	Communication Range:	10 km
Powerplant:	Electric (x4) w/gas turbine	Horsepower:	300 hp (x4) + 150 hp

Weapon Payload

Name	Ammunition Payload	Name	Ammunition Payload
M56 Autocannon (x2)	60	-	-



THE COMBAT ROUND

Step Zero:	Set-up Phase
Step One:	Declaration Phase
Step Two:	Initiative Phase
Step Three:	Activation Phase
Step Four:	Miscellaneous Events Phase

Repeat Steps One to Four until each Combat Group has had the opportunity to move and act. A Combat Group may only move and act once per round. If one Player no longer has any Combat Groups left to use, he skips his phases until the end of the round.

Command Points have four possible functions. CPs can be used as a regular action, with no penalty. CPs may buy a +2 modifier to a single Defense roll. CPs may activate a unit out of sequence. CPs can allow a unit to turn up to 180 degrees, even if it has no movement left. Command Points always have priority over initiative.

ATTACK ROLL

Roll Gunnery skill/attribute plus these modifiers:			
• Fire Control			
The Fire Control rating of the vehicle			
• Weapon Accuracy			
The Accuracy rating of the weapon			
• Range			
Point Blank	+1	Long	-2
Short	+0	Extreme	-3
Medium	-1		
• Attacker's Movement			
Stationary	+2	Combat Speed	+0
Half Cmbt. Spd. or less	+1	Top Speed	-3
• Minus the Obscurement Total			

DEFENSE ROLL

Roll Piloting skill plus these modifiers:			
• Maneuver			
The Maneuver rating of the vehicle			
• Defender's Movement			
Hexes Mvd.	Defense Mdf.	Hexes Mvd.	Defense Mdf.
0	-3	7-9	+1
1-2	-2	10-19	+2
3-4	-1	20-99	+3
5-6	+0	100-999	+4
• Arc of Attack			
Attack is from Front			-0
Attack is from Rear Flank			-1
Attack is from Rear			-2

SYSTEMS DAMAGE

Dmgd. Syst.	Light Dam.	Heavy Dam.
1 Fire Control	SubTable A	Roll on SubTable A and add +1
2 Structure	SubTable B	Roll on SubTable B and add +1
3 Crew	Crew stunned*	10% casualties, min 1.
4 Movement	-1 MP	1/2 remaining MP (round down) & -2 maneuver
5 Aux. Syst.	-1 to 1d6	1d6 Auxilliary systems Aux. Systems destroyed
6	Roll Twice on this table	

*-1 action for 1 round

SUBTABLE A: FIRE CONTROL DAMAGE

1	-1 to a single Weapon
2	-2 to a single Weapon
3	-1 to all Weapons
4	Single Weapon destroyed
5	Fire Control system destroyed (-5 to attacks)
6	Roll Twice on this table
7	Ammunition Storage/Fuel Tank Hit — roll 1 die:
1-3	Rupture! Vehicle cannot move or fire weapons
4-6	Chain Reaction! Vehicle destroyed and crew killed

SUBTABLE B: STRUCTURAL DAMAGE

1	-1 MP
2	1/2 remaining MP; (affects Top Speeds, round down)
3	-1 to Maneuver
4	-2 to Maneuver
5	Power transfer failure; No movement
6	Catastrophic crew compartment failure, 75% casualties, minimum 1
7	Complete structural failure; vehicle is destroyed, but the crew survives